**Amendments to the Specification:**

Please replace the paragraph beginning at page 2, line 17 with the following rewritten paragraph:

Nickel and other fractional dollar machines that have multiple paylines enabling multiple wagers per payline have enjoyed success. The machines enable players to bet amounts on the order of a ~~dollar,~~ dollar but ~~which~~ spread the bet out over two or more paylines. For instance, a player can bet two credits on all nine paylines of a nickel machine for under a dollar. Multi-line dollar machines which enable players to play multiple paylines are also known. For example, slot games exist that require the player to wager, e.g., nine credits or nine dollars whereby the game activates all, e.g., nine paylines. A need therefore exists to have a dollar or multi-dollar minimum machine, capable of accepting tokens, which enables a player to spread the minimum wager over a plurality of paylines.

Please replace the paragraph beginning at page 7, line 5 with the following rewritten paragraph:

As illustrated in Figs. 1A and 1B, gaming device 10 includes a coin slot 12 and bill acceptor 14 where the player inserts money, coins or tokens. The present invention applies to machines accepting coins, silver dollars, quarters (e.g., quarter activates all lines), ~~dimes~~ dimes, nickels, but preferably machines having a dollar minimum or higher. The present invention pays out in fractions of a credit. The fraction is preferably a monetary denomination, such as, a nickel, dime, quarter, dollar or multiple dollars.

Please replace the paragraph beginning at page 9, line 3 with the following rewritten paragraph:

Two examples illustrate the cashout embodiments of the present invention. In one example, the player inserts a debit card having $5.00 worth of credits into a dollar minimum machine. The player plays a game on a machine employing the present invention and increases the total to $10.50. The player selects the cash out button 26. In one embodiment, the game drops ten dollar tokens into the coin payout tray 28 and returns the player's card with a $.50 redeemable credit ~~and a $5.50 balance~~. In another embodiment, the game returns the player's card with a $5.50 credit and a $10.50 ~~balance~~ balance.

Please replace the paragraph beginning at page 13, line 23 with the following rewritten paragraph:

A player can thus have anywhere from one to three chances to obtain one or more winning symbol or symbol combinations in the embodiment of Fig. 3A. In known gaming devices, a player has to wager at least two credits to play or activate two paylines, three credits to play or activate three paylines, and so on. Known gaming devices enable a player to wager two credits on two lines, two credits on four lines, ~~etc,~~ etc., whereby the player does not have to play or activate all the lines before wagering multiple credits per payline. Popular gaming systems typically do not allow a player to wager one credit on one payline and two credits on another payline, i.e., the player usually must play the same number of credits per each payline. Some systems, however, do allow different credit amounts to be wagered on different paylines during the same game play.

Please replace the paragraph beginning at page 20, line 11 with the following rewritten paragraph:

In the alternative embodiment of row 108, since all paylines are not automatically activated, there is a need to provide a select lines selector 58 (Figs. 3A to 3C). To increase the number of paylines, the game requires an additional credit, whereby the player chooses the select lines selector 58, as indicated under the heading 102c. The player can then choose to play two paylines for one credit, four paylines for two credits, six paylines for three credits, ~~etc.~~ etc., up to the maximum number of paylines by inputting the appropriate number of credits and selecting the select lines selector 58 a desired number of times.

Please replace the paragraph beginning at page 21, line 19 with the following rewritten paragraph:

In this alternative embodiment, since all paylines are not automatically activated, there is a need to provide a select lines selector 58 (Figs. 3A to 3C). To increase the number of paylines, the game requires an additional credit, whereby the player chooses the select lines selector 58, as indicated under the heading 102c. The player can then choose to play four paylines for one credit, eight paylines for two credits, twelve paylines for three credits, ~~etc.~~ etc., up to the maximum number of paylines by inputting the appropriate number of credits and selecting the select lines selector 58 a desired number of times.

Please replace the paragraph beginning at page 22, line 4 with the following rewritten paragraph:

The betting increment is a constant value, i.e., the value of a gaming device credit divided by four, as indicated under the heading 102d. The embodiment of row 110 is a 25 cent game for a dollar minimum machine. To increase the bet, the game requires an additional credit or credits, one for every four activated paylines, whereby the player chooses the bet per line selector 60 (Figs. 3A to 3C), as indicated under the heading 102e. In a ~~ten~~ twelve payline embodiment for a dollar machine, upon inputting the appropriate amount of additional credits and choosing the bet per line selector 60, the game updates the bet per line by 25 cents for each activated payline.

Please replace the paragraph beginning at page 23, line 3 with the following rewritten paragraph:

In the alternative embodiment 112, since all paylines are not automatically activated, there is a need to provide a select lines selector 58 (Figs. 3A to 3C). To increase the number of paylines, the game requires an additional credit, whereby the player chooses the select lines selector 58, as indicated under the heading 102c. The player can then choose to play ten paylines for one credit, twenty paylines for two credits, thirty paylines for three credits, ~~etc.~~ etc., up to the maximum number of paylines by inputting the appropriate number of credits and selecting the select lines selector 58 a desired number of times.

Please replace the paragraph beginning at page 24, line 11 with the following rewritten paragraph:

In the alternative embodiment of row 114, since all paylines are not automatically activated, there is a need to provide a select lines selector 58 (Figs. 3A to 3C). To increase the number of paylines, the game requires an additional credit, whereby the player chooses the select lines selector 58, as indicated under the heading 102c. The player can then choose to play twenty paylines for one credit, forty paylines for two credits, sixty paylines for three credits, ~~etc.~~ etc., up to the maximum number of paylines by inputting the appropriate number of credits and selecting the select lines selector 58 a desired number of times.

Please replace the paragraph beginning at page 24, line 21 with the following rewritten paragraph:

The betting increment is a constant value, i.e., the value of a gaming device credit divided by twenty, as indicated under the heading 102d. The embodiment of row 114 is a 5 cent game for a dollar minimum machine. To increase the bet, the game requires an additional credit or credits, one for every twenty activated paylines, whereby the player chooses the bet per line selector 60 (Figs. 3A to 3C), as indicated under the heading 102e. In a ~~ten~~ twenty payline embodiment for a dollar machine, upon inputting the appropriate amount of additional credits and choosing the bet per line selector 60, the game updates the bet per line by 5 cents for each activated payline. In one embodiment, once the player plays each of the paylines, the player can input more credits and increase the wager on each payline. Gaming device 10 enables the player to increase the wager on each payline to a limit, e.g., five credits per payline.

Please replace the paragraph beginning at page 25, line 12 with the following rewritten paragraph:

Referring now to Fig. 5, the method ~~118~~ for operating a game having a processor adapted for multi-payline distribution of a credit is illustrated. Upon the start of game play, as indicated by the oval 120, the game awaits the input of an appropriate amount of money either in tokens, coins or on a card, as indicated by the diamond 122. The game continuously awaits the monetary input before enabling further play.

Please replace the paragraph beginning at page 26, line 24 with the following rewritten paragraph:

If the player does not input a cash out, the game enables continued play if the player maintains the appropriate monetary input, as indicated by the diamond 122. If the player does input a cash out, the game pays the player using the preferred payment method of the implementor. For instance, in one method, the game pays the maximum amount possible in coins or tokens, i.e., the maximum whole number of credits, as indicated by the block 142. The game then pays the remainder of the player's total on a ticket or card, as indicated by the block 144. In another method, the game pays the entire amount of the player's total on a ticket or card, as indicated by the block 146. After a cash out, the method ~~118~~ ends, as indicated by the oval 148.